

Computer Graphics: Rendering (INFR11246)

Tutorial 2: Coursework 2 prep

1. Structure of a ray-tracer (20 mins)- Explaining the basics of how a typical ray tracer is structured, and how to make it fit in with the provided scenes.
2. Ray-tracer vs path-tracer (10 mins)- Explaining the added complexity of a path-tracer over a ray-tracer and what to expect when making one.
3. Practical activity + QnA session (20 mins) - Encouraging everyone to grab a piece of paper and try designing the structure of their ray-tracer while also answering any questions people might have in the meantime.